

## ABSTRACT

A method and device are disclosed that enable a user to experience continuity by alleviating blocking of an application by a slow or failure-prone connection. The method includes dissociating the user interface from an application-client managing  
5 communications with a server over the dynamic connection. Furthermore, the application-client caches user input for later actions using an asynchronous mechanism to enable the user to work with little interruption. Furthermore, adjustable frame sizes based on the error rate and bandwidth-delay increase throughput. Data retransmission is reduced by maintaining state information for the client and the server so that a disrupted  
10 transaction is resumed at or close to the point of disruption and in response to media sense-events. Consequently, establishing, tearing down and adjusting network connections in response to events such as: high error rates, increasing latency, availability of better alternative connections, or loss of a connection do not interrupt the user's experience.